

APPENDIX

MICROSOFT PRESS

SECOND EDITION



THE COMPREHENSIVE
STANDARD FOR
BUSINESS, SCHOOL,
LIBRARY, AND HOME

Microsoft
PRESS

PUBLISHED BY
Microsoft Press
A Division of Microsoft Corporation
One Microsoft Way
Redmond, Washington 98052-6399

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Library of Congress Cataloging-in-Publication Data

Microsoft Press Computer Dictionary : the comprehensive standard for
business, school, library, and home / Microsoft Press. -- 2nd ed.

ISBN 1-55551-597-3

1. Computer--Dictionaries. 2. Microsoft computer--Dictionaries.
Q311.S36 1993

016.03--dc20

Printed and bound in the United States of America.
456789 NLM 94765

Distributed in the U.S. by Microsoft in Canada, a division of Mandate
Publishing Corporation.

Distributed in the U.K. and outside the United States and Canada by
Penguin Books Ltd.

Penguin Books Ltd., Harmondsworth, Middlesex, England
Penguin Books Australia Ltd., Ringwood, Victoria, Australia
Penguin Books N.Z. Ltd., 112-300 Victoria Street, Wellington 6, New Zealand
Printed Cataloging-in-Publication Data available.

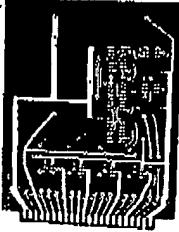
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Circuit analysis

Interconnected to perform a particular task. At one level, a computer consists of a single circuit or another. It consists of hundreds of interconnected circuits. In circuit switching, the connection is made in a switching center, which physically connects the two parties and maintains an open line between them for as long as needed. Circuit switching is typically used in mobile communications or the dialup telephone networks, and it is also used on a smaller scale, often with而已未完成的, on mobile telephones or car phones.

Chaperone switching switching, packet switching, circuit switching. A type of linked or chained line, which processes conference, as in a ring, through all terminals and returns to the starting point, nonstop. See also circuit. See also circuit board. The full paper may be on one or both sides of the board and, in some assembled designs, in several layers within the board. A printed circuit board is one in which the pattern of copper is laid down by a printing process such as photolithography. See also printed circuit board.



Circuit board

Current breaker A switch that opens and cuts off the flow of current when the current exceeds a certain level. Circuit breakers are placed at critical points to protect against damage that could result from excessive current flow, which is typically caused by component failure. Circuit breakers are often used to prevent fires because they must only be reset after they trip. Overcurrent protection. Circuit board. Circuit switching A method of opening a commun-

Installation program

Inhalation

communications lines, as through the telephone system, by creating a physical link between the initiating and receiving parties. In circuit switching, the connection is made in a switching center, which physically connects the two parties and maintains an open line between them for as long as needed. Circuit switching is typically used in mobile communications or the dialup telephone networks, and it is also used on a smaller scale, often with而已未完成的, on mobile telephones or car phones.

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Code In object-oriented programming, a general category that describes a group of more specific objects, called objects, that can interact with it. A class is a blueprint tool used in a program to define a set of attributes or a set of services (operations) to order parts of the program (that characterize any member (object) of the class). Program classes are incompatible in concept to the types of programs people use, often abstractions, to organize information—like familiar examples being the categories entered, respectively, and retrieved, which define the physical world. Like program classes, such categories define the types of objects they contain and the ways those objects behave. The definition of classes in object-oriented programming is comparable to the distributed types in languages such as C and Pascal. See also object-oriented programming. Clean room A room in which that and other small particles are filtered from the air and in which protective clothing is worn to avoid contaminating clean-room designs. In some instances, a laboratory is used to filter out particles from the air. See also clean room.

Computer program A program whose function is to feed another program, either on a storage medium, or in memory. An installation program might be used to guide a user through the often complex process of setting up an application on a particular combination of machine, gender, and version. Installation programs are also used when an application is copy-protected and cannot be copied by normal operating system commands. Such installation programs typically limit the number of copies that can be installed to active a copy that has been installed on one machine to another machine; the user must download a copy and reinstall it on the other machine (often with the same installation program).

Computer. A program provided by Apple with each new release of the Macintosh operating system. The Mac OS allows the user to install system upgrades and to make bootable (standalone) disks.

Computer program In object-oriented programming, a self-contained program that is defined within a class called for. For example, if you define a class called Car and then create (define) many (say) 500 objects called myCar, you've created an instance of the class like: See also class, instance variable, instantiable object.

Computer variable In object-oriented programming, a variable associated with an object, which is an instance of a class. If a class defines a certain variable, then each instance of that class has its own copy of that variable. See also class, instance object, object-oriented programming.

Computer. A handheld device that contains a

consists of two parts, the instruction (fetch) time and the execution (metric and execute) time. An instruction cycle is measured by the number of clock ticks (units of a computer's internal timer) that a particular instruction consumes. Instructions. The assignment of bytes of memory allocated for a program, such as assignments, mathematical (floating-point) arithmetic instructions, control instructions, indexing instructions, and so on. Knowing the instruction units of typical programs is useful to design a central processing unit (CPU) because it tells them which instructions should be shortened to yield the greatest speed. Similarly, knowledge of instruction times is useful to people designing benchmarks because it enables the designers to trade benchmarks against real workloads.

Instruction pointer. Step-through counter. Instruction register. A register (a small, high-speed memory device) that holds the address of the next instruction to be executed.

Instruction set. The set of machine instructions that a microprocessor recognizes and can execute. An instruction set includes standard, step-by-step instructions, such as add, subtract, multiply, and divide. Each microprocessor has its own instruction set. In some instances, an instruction set is defined more broadly to include instructions in programming languages as well. See also assembler, microcode.

Instruction. Statement. Addressed to a line. The number of clock ticks (units of a computer's internal timer) that a microprocessor requires to retrieve an instruction from memory, beginning time to the first half of an instruction cycle, the second half being the execution (metric and execute) time. Instructions. word. The length of a machine language instruction, or the instruction itself, which typically consists of a code identifying the type of instruction, one or two opcodes (which might specify subroutines), plus a used for encoding or assembling, machine code.

Instruction. Cliché. A very poor metaphor of economy.

Clean room

clean room

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